

MAJOR Computer Science

Game Development SPECIALIZATION
2020 - rev. 6/19

YEAR 1			YEAR 1		
FRESHMAN FALL			FRESHMAN SPRING		
COURSE NUMBER	COURSE NAME	CREDITS	COURSE NUMBER	COURSE NAME	CREDITS
COS 107	Problem Solving, Logic & Design	3	COS 108	Principles of Computer Science I	4
EDU 118	Introduction to University Learning	3	EDU 186	Creativity and Formative Mindsets (QEP)	3
ENG 101	English Composition I	4	ENG 102	English Composition II	3
MAT 115	College Algebra	3	MAT 125	Business Calculus and Matrices	3
Natural Science		3	Social/Behavioral		3
Total		16	Total		16

YEAR 2			YEAR 2		
SOPHOMORE FALL			SOPHOMORE SPRING		
COURSE NUMBER	COURSE NAME	CREDITS	COURSE NUMBER	COURSE NAME	CREDITS
COS 109	Principles of Computer Science II	4	COS 200	Computer Information Systems	3
COS 275	Game Programming Foundation I	4	COS 281	Intro to Information Security & Assurance	3
ENG 216	Technical Writing	3	COS 340	Data Structures	3
SPE 103	Interpersonal Communication	3	COS 375	Game Programming Foundation II	3
Arts and Humanities		3	Arts and Humanities		3
Total		17	Total		15

YEAR 3			YEAR 3		
JUNIOR FALL			JUNIOR SPRING		
COURSE NUMBER	COURSE NAME	CREDITS	COURSE NUMBER	COURSE NAME	CREDITS
COS 301	Computer Organization	4	COS 302	Operating Systems	3
COS 303	Human Perspective on Computing	3	COS 385	Gaming and Computer Graphics	4
COS 310	Discrete Computing Structures	3	COS 475	Game Design and Development	3
DGE 300	Software Engineering	3	Free Elective		3
Arts and Humanities		3	Social/Behavioral		3
Total		16	Total		16

YEAR 4			YEAR 4		
SENIOR FALL			SENIOR SPRING		
COURSE NUMBER	COURSE NAME	CREDITS	COURSE NUMBER	COURSE NAME	CREDITS
COS/DGE 300	System Design and Development	3	COS 410	Database Management Systems	3
COS 470	Networking & Telecommunication	3	COS/DGE 300/400 Elec.		3
COS 495	Interactive Gaming Project	3	COS Elective		3
COS/CIT 100/200 Elec.		3	Free Elective		3
Total		12	Total		12

Total Hours	120
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